



MATTEL ELECTRONICS®

ARMOR ATTACK™

tank battle game

INSTRUCTIONS

OBJECT OF THE GAME is to out-shoot, outlast the computer enemy in a fight to the finish! You and the computer are rival tank commanders. You must knock out computer-controlled tanks. Avoid hits on your tanks. As battle progresses, you may also have mines and helicopters to deal with. 9 stages of combat, each level of increasing difficulty.

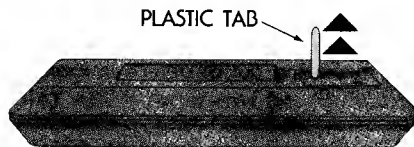
FOR 1 PLAYER

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POWER SUPPLY

The game comes with two (2) A76 batteries, already installed. A thin, plastic tab prevents battery contact. Find the tab sticking out of the battery compartment door. Gently pull it out and throw tab away. Once battery contact is made, the game turns on and stays on all the time. (There is no "ON/OFF" switch.)



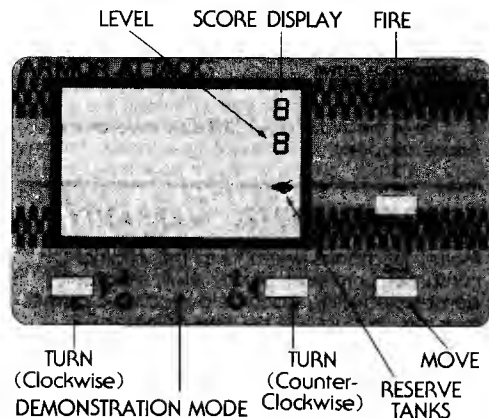
DEMONSTRATION MODE

When the game is turned on, you are automatically in **Demonstration Mode**. A brief **sample** game sequence will be presented without sound. This is demonstration **only**, not actual game play. **Demonstration Mode** is much slower than the real thing. (IMPORTANT: To conserve batteries, use **Demonstration Mode** when play is over. To do this, **hold down** ANY button and **release** after five seconds. Or press "ALL CLEAR" button gently with a pencil or pen tip.)



GAME CONTROLS

Turns & advances CONTINUE as long as you hold buttons down.



- LEFT turn button swings the tank turret around **CLOCKWISE**.
- RIGHT turn button swings the tank turret **COUNTER-CLOCKWISE**.
- MOVE button advances the tank in the direction the cannon barrel points.
- When cannon barrel is aimed at computer's tank, press **FIRE!** (Enemy tank will **not** line up with your cannon by itself. You must **move** your tank and line up the shot.)





LAND MINES

Land mines will be placed at random during the appropriate levels of play. (See "Level Chart", page 4.) Any tank - yours or an enemy - that travels over a mine will be destroyed. The mine itself will be destroyed. You will hear the "explosion" sound! Enemy tanks destroyed by mines earn you no points. And enemy tanks can sometimes avoid a mine. Helicopters of course are not affected by land mines.



HELICOPTER

Helicopters will also appear during appropriate levels of play. They will enter the battle one at a time, after a random origin at the edges of your screen. A helicopter will chase your tank around for a time and then exit. Game levels 3, 4, 5, 8 & 9 have three helicopters (Level Chart is on page 4). In each of these levels, you can shoot down a maximum of three helicopters worth 3 points apiece.

GAME SOUNDS

Simulated battle sounds include . . . CANNON FIRE, MOVE TANKS, MOVE TURRET, HELICOPTERS, EXPLOSIONS, tune for NEXT LEVEL, WINNERS and LOSERS tunes.



LEVEL CHART

Level	Mines	Helicopters	Enemy Tanks to fight at a time
1	0	No	1
2	3	No	1
3	3	Yes	1
4	6	Yes	1
5	6	Yes	1
6	0	No	2
7	3	No	2
8	3	Yes	2
9	3	Yes	2

SCORING



SCORE
TOTAL



LEVEL

Running game totals are displayed throughout the game. (Game level is also displayed as each level of play begins.)

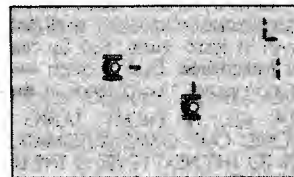
- You EARN 2 POINTS for each enemy tank you destroy.
 - You EARN 3 POINTS for each helicopter you knock out.
- (Enemy tanks destroyed by mines or helicopter earn you **no points**.) **MAXIMUM SCORE POSSIBLE IN THIS GAME IS 99 POINTS.**



HOW TO WIN! Your task is to fight your way through ALL 9 LEVELS and wind up with at least ONE tank at the finish. You must destroy the computer's tanks and avoid hits on your own tanks. (When all of your tanks have been destroyed, YOU LOSE!)

LET'S GET STARTED!

Remember, there is no "ON/OFF" button. Game is in Demonstration Mode. To START THE ACTION, press ANY button. Tanks shown in Demonstration Mode will fade out. YOU ARE NOW OUT OF DEMONSTRATION MODE.



LEVEL DISPLAY will read "L1". (See Level Chart, page 4.) You are at the beginning level of game play. SCORE DISPLAY will appear next, reading "00".

AFTER ABOUT ONE SECOND . . .

TWO tanks will appear. Non-flashing tank you control. **Flashing** tank is controlled by the computer. THE BATTLE IS ON!



You **knock out** computer-controlled tanks by shell **fire**. (You may also get lucky! Computer's tanks may also run over a mine or be destroyed by a helicopter. Helicopters and land mines appear at random.)

Be a sharpshooter! ENEMY TANK is the FLASHING tank. Your tank cannon is aimed by swinging the turret around until it is lined up with your target - an enemy tank or a helicopter. At the start of each game, you have 3 tanks - 1 on the screen, 2 in reserve. EXTRA tanks can be earned by rolling up 30, 70 or 90 points to a maximum of 4 tanks. (You score 2 points for a tank, 3 points for a helicopter.)

You **LOSE** tanks in one of **three** ways: (1) by enemy (computer-controlled) **shell fire**. (2) By running over a **land mine**. (3) By being flown over by a **helicopter**. During each level of the action the computer has a total of **three tanks**.

WHEN ALL 3 ENEMY TANKS ARE KNOCKED OUT, GAME AUTOMATICALLY GOES TO THE NEXT LEVEL & THE BATTLE CONTINUES!

Each new game level gets more difficult than the last. In fact, at levels 6-9, you'll have to fight **two** enemy tanks **at once!**



MORE WINNING TIPS!

- **PRACTICE** your moves! Coordinate the LEFT or RIGHT turn button with the MOVE tank button. Get familiar with HOW LONG it will take to move your tank a certain distance. **KEEP MOVING!** Moving targets are harder to hit.
- **COORDINATE** your moves with the FIRE button! Be **READY** to move out of harm's way **AS SOON** as you fire at an enemy tank. **TURN** fast!
- Set up **COUNTER** action. As soon as you see the enemy tanks swing into firing position, turn and **FIRE**. Wait him out. Time your shot.
- **STAY ALERT!** For enemy fire. For helicopters and mines (at the higher game levels.)
- **WATCH OUT!** An enemy shell fired just **before** its tank blows up is **STILL LIVE**. Even though the enemy tank is destroyed, your tank could still be vulnerable!
- Pull a **STALL!** In game levels with Helicopters, hold up a bit. Do not knock out **all** 3 enemy tanks until Helicopters have shown up. (You could lose a chance to score as many as 9 points.) Wait for a helicopter and **then** finish off the enemy tanks.

ALL IT TAKES IS ONE DIRECT HIT TO KNOCK OUT YOUR TANK, AN ENEMY TANK OR A HELICOPTER!



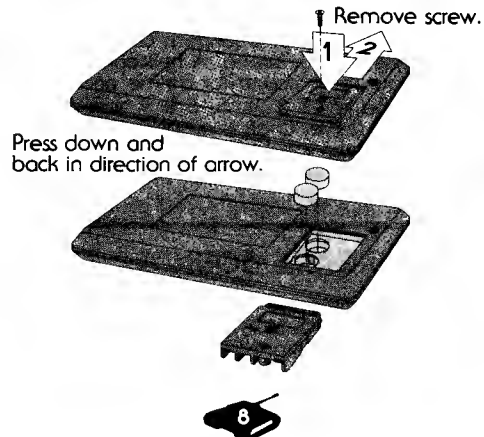
BE SURE to return game to Demonstration Mode when play is over. (Hold down ANY button. Release after five seconds.)

BATTERY LIFE AND REPLACEMENT

The computer and liquid crystal display in this game use very little power. The two A76 (or LR44) batteries installed may give over 1 year of average game play, if the game is left in Demonstration Mode when not in actual use.

TO REPLACE THE BATTERIES:

1. Turn the game over and remove the screw in the battery compartment door, using a small, Phillips head screwdriver.



Press down and back on the rectangular indentation. When you stop pressing, the door will pop up. Lift it off.

2. Remove the old batteries, using your fingernail or a tiny screwdriver. Insert two A76 (LR44) or equivalent batteries.

3. Replace the battery compartment door. Tighten the securing screw, but do not overtighten.

4. Press the ALL CLEAR BUTTON to reset the game properly.

90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90 Day Warranty Period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to either of the following locations: In the Eastern United States, Mattel Electronics Service Center (East), 10 Abeel Road, Cranbury, New Jersey 08512; In the Western United States, Mattel Electronics Service Center (West), 13040 East Temple Avenue, City of Industry, California 91746.

Units returned without proof of the date-of-purchase, or units returned after the 90-Day Warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$12.00*. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to a MATTTEL ELECTRONICS SERVICE CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM A MATTTEL ELECTRONICS SERVICE CENTER

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from a Matttel Electronics Service Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
2. Carefully print on the box or carton the following name and address:

In the Eastern United States:
MATTTEL ELECTRONICS
SERVICE CENTER (EAST)
10 Abeel Road
Cranbury, New Jersey 08512

In the Western United States:
MATTTEL ELECTRONICS
SERVICE CENTER (WEST)
13040 East Temple Avenue
City of Industry, California 91746

Also, don't forget to show your return address.

3. Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$12.00* as payment for the repair service.

*Service charge subject to change without notice.

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